

IN THE SPECIFICATION:

Please replace the abstract with the following amended abstract:

A sample-to-pixel calculation unit in a graphics system may comprise an adder tree. The adder tree includes a plurality of adder cells coupled in a tree configuration. Input values are presented to a first layer of adder cells. Each input value may have two associated control signals: a data valid signal and a [[winner-take all]] winner-take-all signal. The final output of the adder tree equals (a) a sum of those input values whose data valid signals are asserted provided that none of the [[winner-take all]] winner-take-all signals are asserted, or (b) a selected one of the input values if one of the winner-take-all bits is asserted. The selected input value is the one whose winner-take-all bit is set. The adder tree may be used to perform sums of weighted sample attributes and/or sums of coefficients values as part of pixel value computations.

Please replace the paragraph beginning at page 7, line 29, which starts with “In one set of embodiments, the sample-to-pixel calculation unit” with the following amended paragraph:

In one set of embodiments, the sample-to-pixel calculation unit may be configured to turn off sample filtering, and to generate pixel values based on a [[“winner take all”]] “winner-take-all” criterion. For example, the values of a current pixel may be determined by an identified sample or the first sample (in sequence order) in a memory bin corresponding to the current pixel. Alternatively, the values of the current pixel may be determined by the sample closest to the current filter center or pixel center as suggested by Figure 31. The red, green, blue and alpha values of this closest sample are assigned as the values of the current pixel.